

# SIX-GUN SHOOTOUT

GUNFIGHTS OF THE WILD WEST



SSI

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APPLE®

48K disk for Apple II  
with Applesoft  
ROM, II+, IIe  
and III.

# THE BEST WESTERN OF 'EM ALL!

Imagine all the great western books and movies you've ever read or seen: the Earp Brothers and Doc Holliday against the McLovens and Clinton Brothers at the O.K. Corral; menacing Indians circling wagons; the escapades of Billy the Kid, the Dalton Gang, Bat Masterson; mythical superheroes whose sharpshooting skills are almost as legendary as their steely squints and rugged looks. Now imagine a computer game that has them all — **SIX-GUN SHOOTOUT**!

This easily playable, fast-action strategy game rates 18 weapons for effectiveness and type (including shotguns, pistols, repeaters, and tomahawks). It contains ten different scenarios. You can play each separately, or play them sequentially as a campaign.

If you choose the former, the computer assigns weapons to all the characters, who are rated for weapon skills (speed of draw and accuracy), quickness of movement, and hand-to-hand combat ability.

If you play the campaign game, you can create your own characters. This feature lets you enjoy a role-playing game, where you can start off as a tenderfoot and gain experience and fighting skills as you survive from one scenario to the next.

Realistic combat rules govern line-of-sight and line-of-fire, which depends on your posture (standing, kneeling, prone), the posture of your target, and any obstacles in the way. The amount of damage you inflict on your target depends on which part of the body you hit, such as the head, chest, gut, right arm, left leg, and so on.

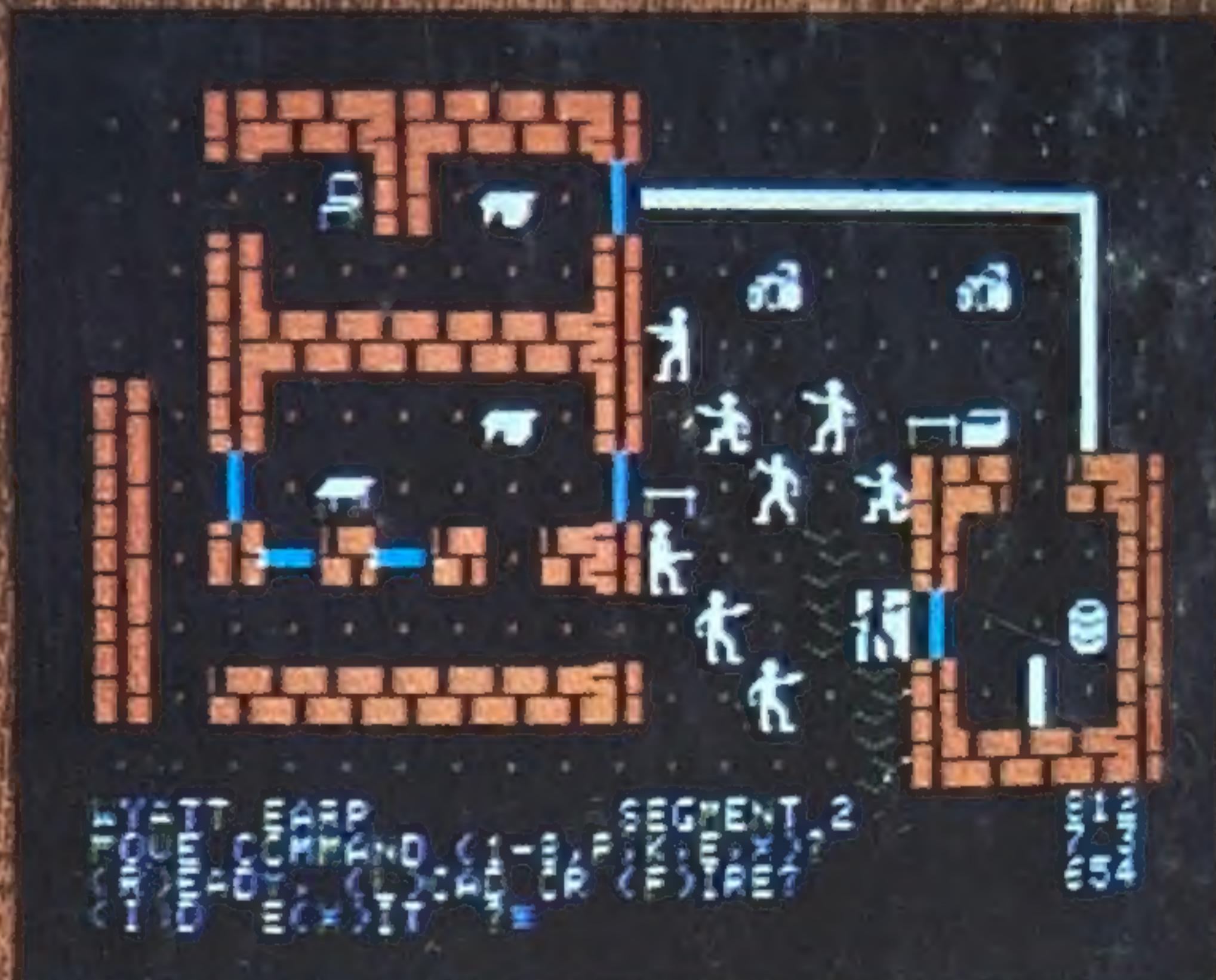
Unlike most western movies, you cannot fire ten shots from a six-gun. You must remember to reload. Like a real western, you win when somebody on your side is still standing at the end of the shootout.

**SIX-GUN SHOOTOUT** can be played by two players, or one against the computer.

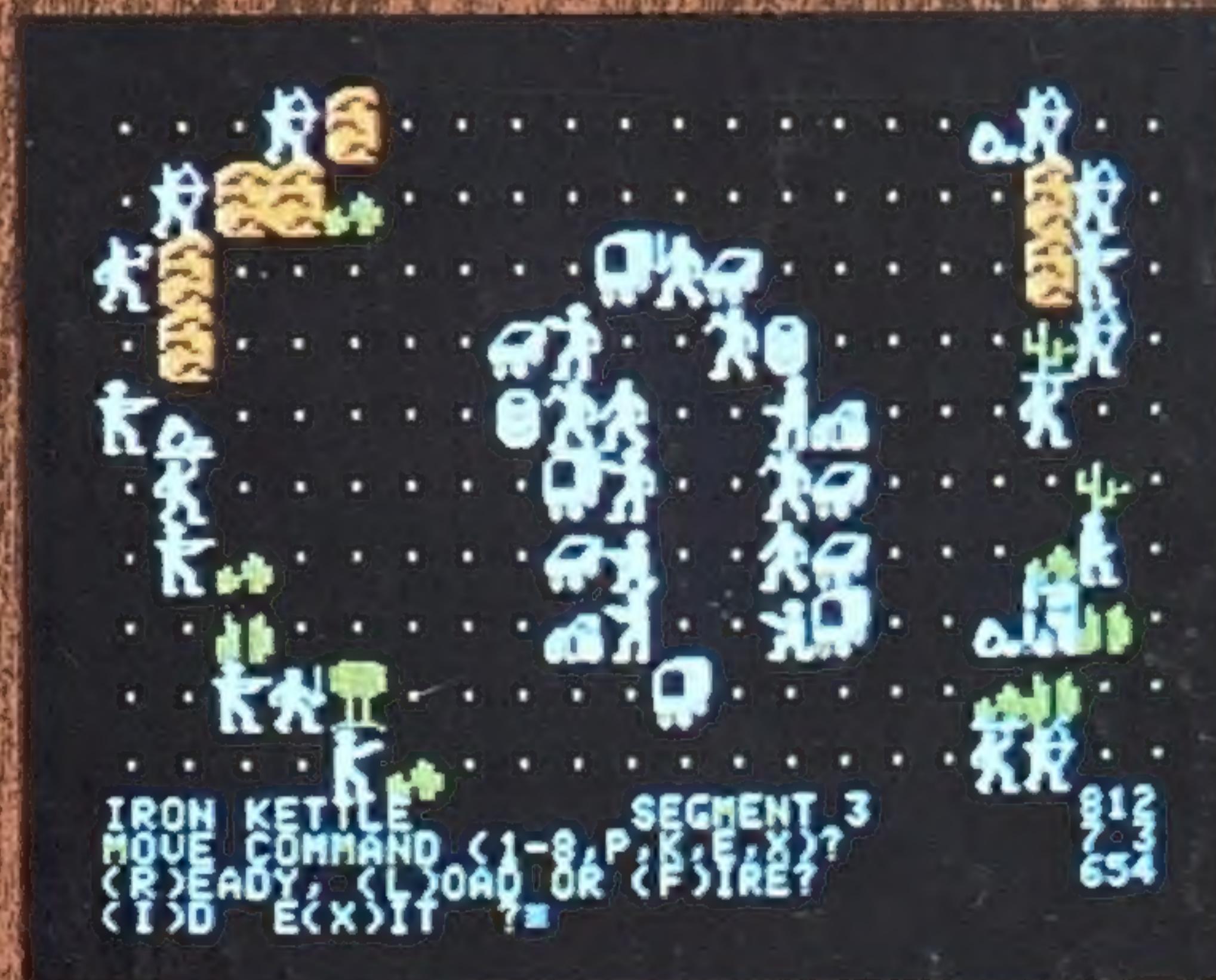
Screen displays shown are from the **APPLE®**. Displays from other computer(s) may vary.

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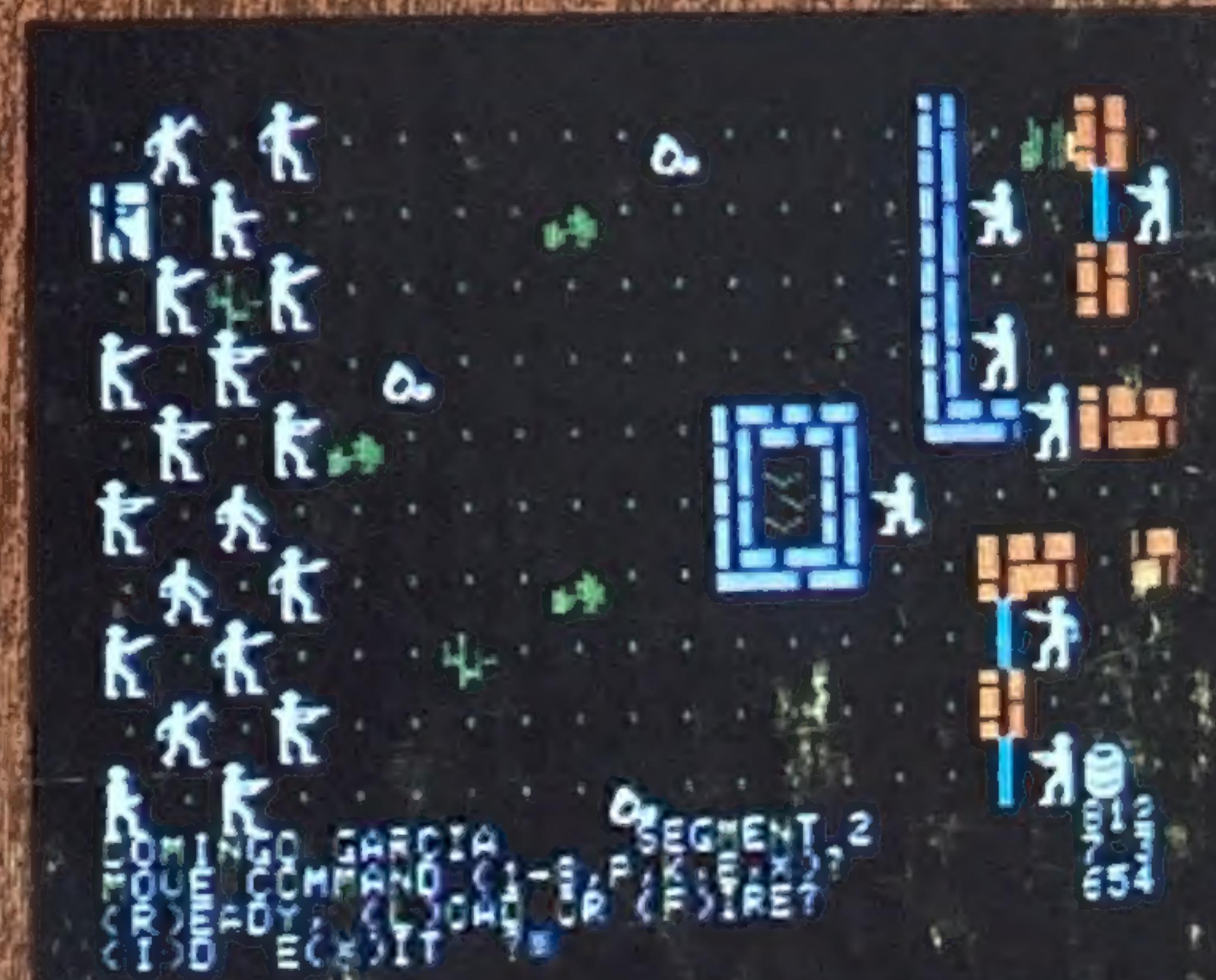
Made in U.S.A.



You can re-enact the infamous gunfight at the O.K. Corral...




Or the popular theme of Indians attacking encircled wagons...



Or a battle of uneven odds — 7 sharpshooters against 20 bandits... plus seven other scenarios.

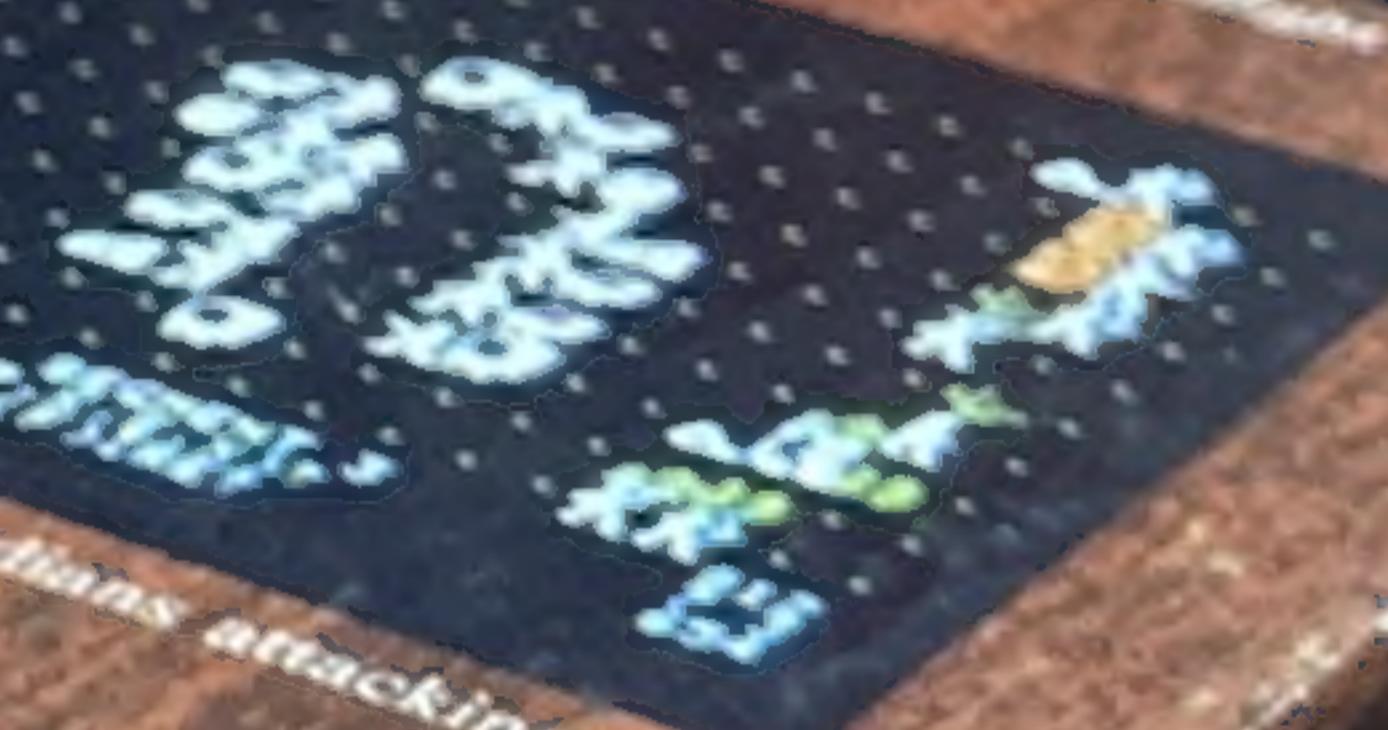




SIX-GUN SHOOTOUT was designed by **Jeff Johnson**.  
PLAYING TIME: 15-45 minutes per scenario; 6-8 hours per campaign.  
Illustrator design by LOUIS HSU SAEKOW and JAMES C. SOMMERVILLE.



# THE BEST WESTERN OF 'EM ALL!



On the popular theme of Indians attacking a  
frontier town, you can play



Or a battle of uneven odds plus seven other scenarios,  
against 20 bandits... or a two-player competition.



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INC.



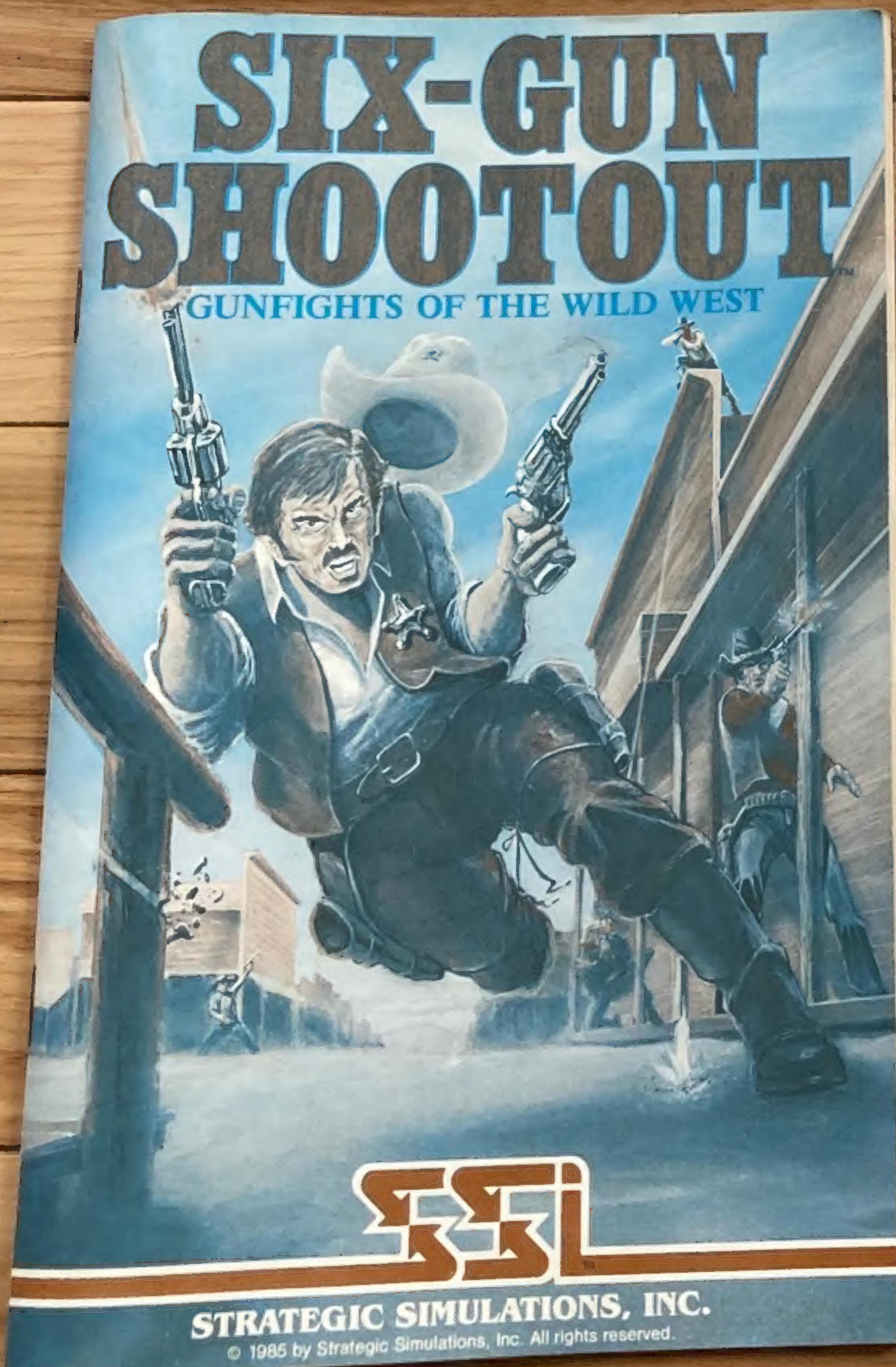
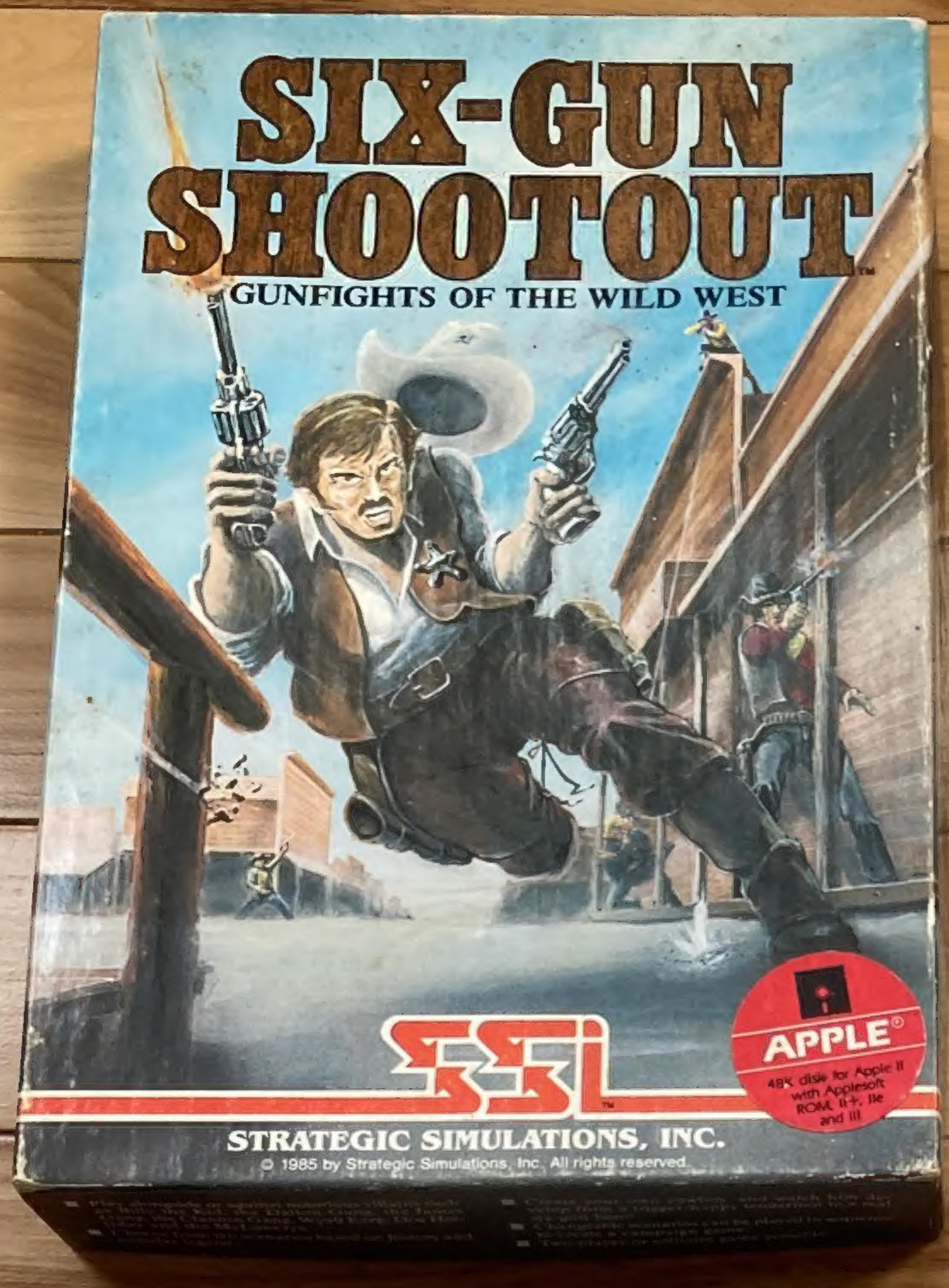
- Create your own cowboy-happy and tender-hearted gun duels.
- Choose from a variety of solo missions.
- Create a two-player competition between friends.
- Choose from 20 scenarios in sequence.

- Play alongside or against the Kid, the Gante, Way-Ear, Doc Holliday and other notorious outlaws.
- Choose from 10 scenarios based on history and legend.
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- Segment 2
- Segment 1
- Segment 0

- Segment 2
- Segment 1
- Segment 0

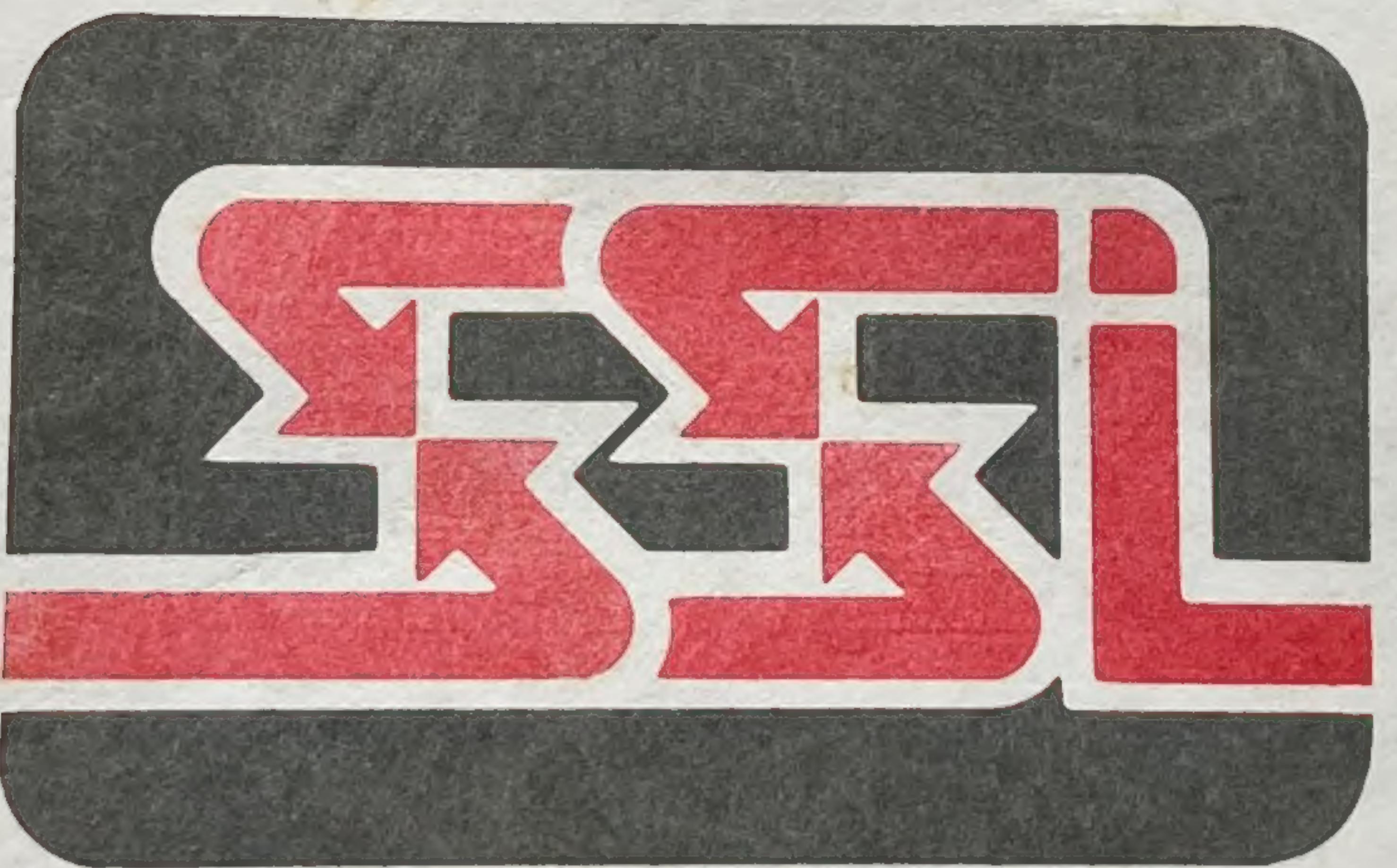
- Segment 2
- Segment 1
- Segment 0



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# SIX-GUN SHOOTOUT™

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Two-player or solitaire game possible.

# SIX-GUN SHOOTOUT

GUNFIGHTS OF THE WILD WEST

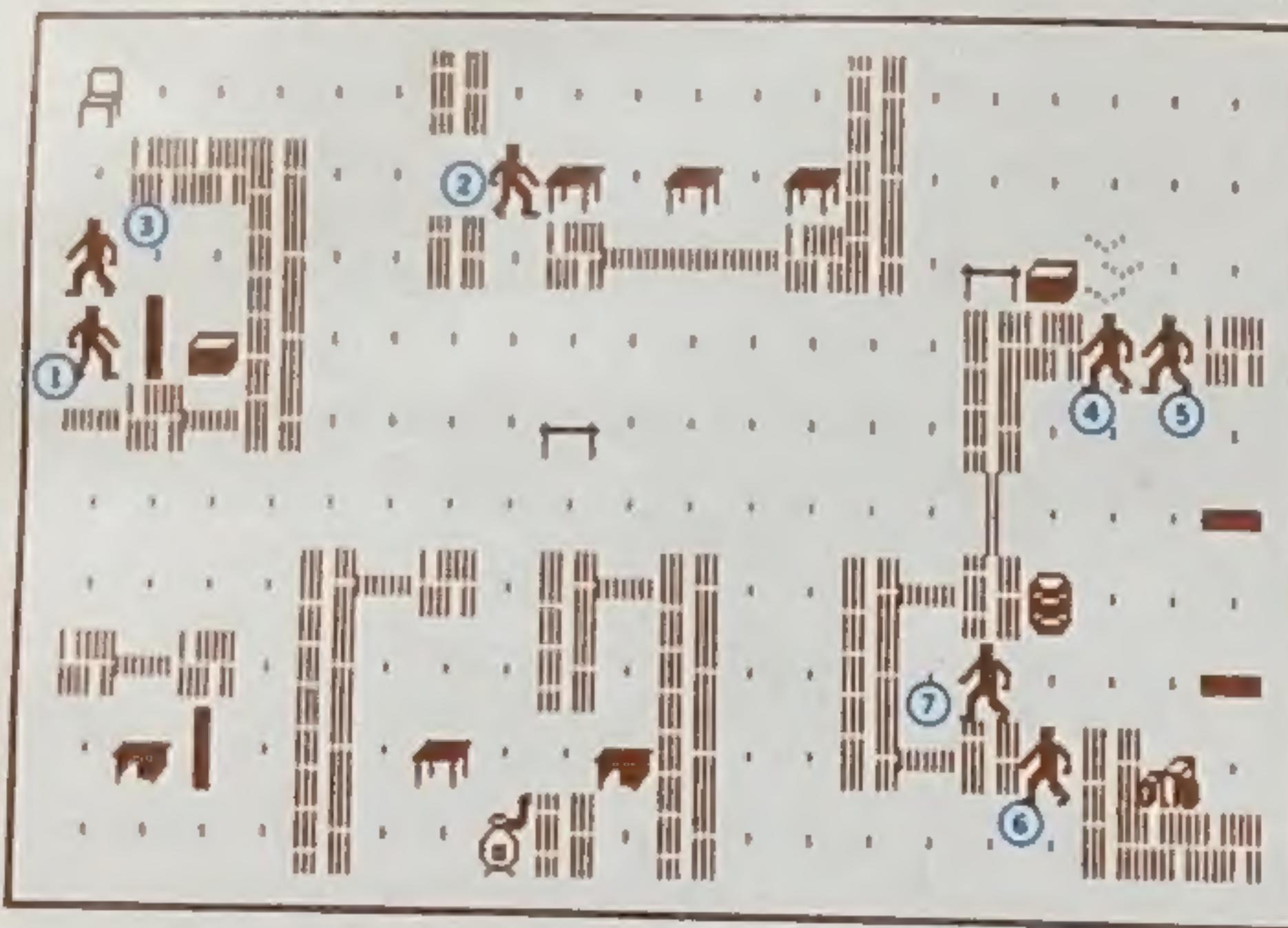


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#### Scenario D — The Good, The Bad, The Ugly

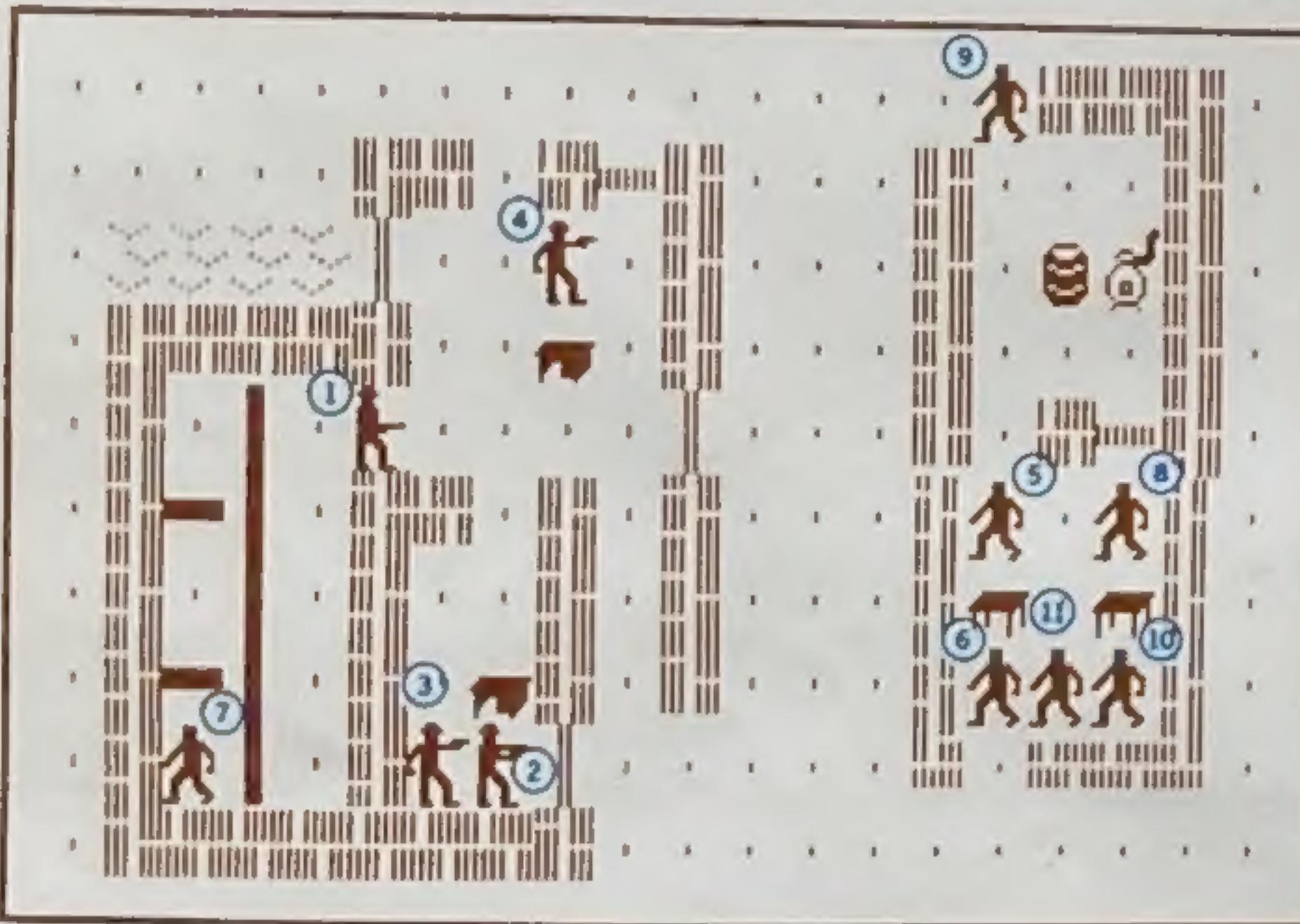
In a movie starring Clint Eastwood as the man with no name, called Blondie in this game, two gunmen search together for a cache of gold. They pause to rest in a tiny, war-torn town, unaware of the close pursuit of their arch-nemesis, Angel Eyes, and his band of cutthroats. In this scenario, one member of the evil band comes in on Tuco in the tub and prepares to repay a past unkindness.



- (1) Tuco Ramirez
- (2) Blondie
- (3) One Arm
- (4) Big Ugly
- (5) Pa Ugly
- (6) Angel Eyes
- (7) Hunchback

#### Scenario E — Rio Bravo

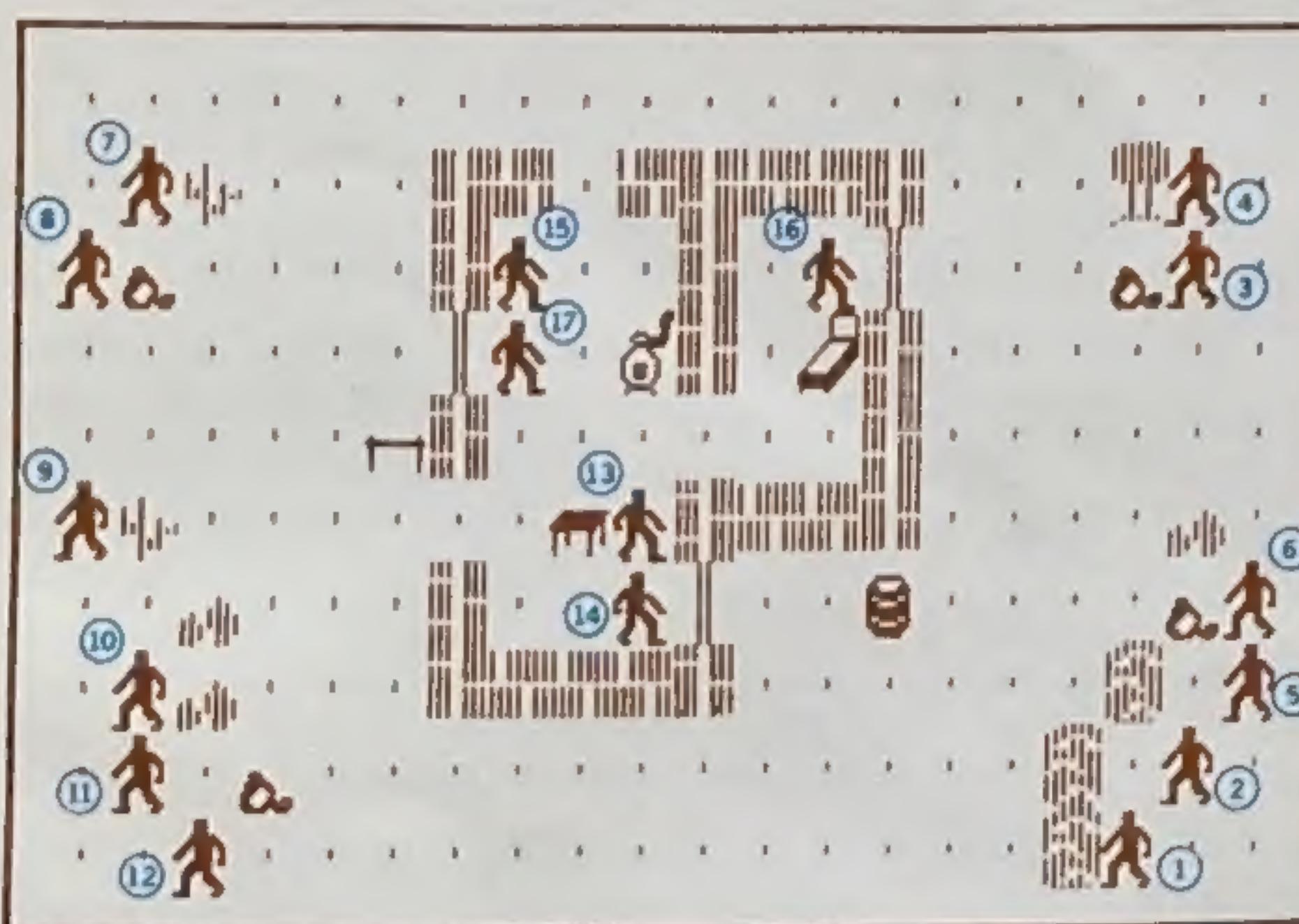
In this movie, John Wayne, Dean Martin, Ricky Nelson, and Walter Brennan portray a quartet of lawmen intent on prosecuting the criminal brother of the town boss. The rich rancher and several of his hands sit across a street, seemingly in discussion, as the faint notes of Rio Bravo from a distant cantina trumpet float over the scene. *Note: In a two-player game, the good guys should not fire on the prisoner as he is unarmed. They may use hand-to-hand combat with Class 4 or Class 5 weapons only when the prisoner is outside his cell. The good guys should not fire first at the outlaws outside the jail. The prisoner may not carry dynamite.*



- (1) Stumpy Brennan
- (2) Marshall Duke
- (3) Colorado Kid
- (4) Dude Martin
- (5) Hulk Cooper
- (6) Spider Landon
- (7) Joe Scaggs
- (8) Art Scaggs
- (9) Wheezy Smith
- (10) Lightning Evers
- (11) Slim Vargas

#### Scenario F — The Shootout at Stinking Spring

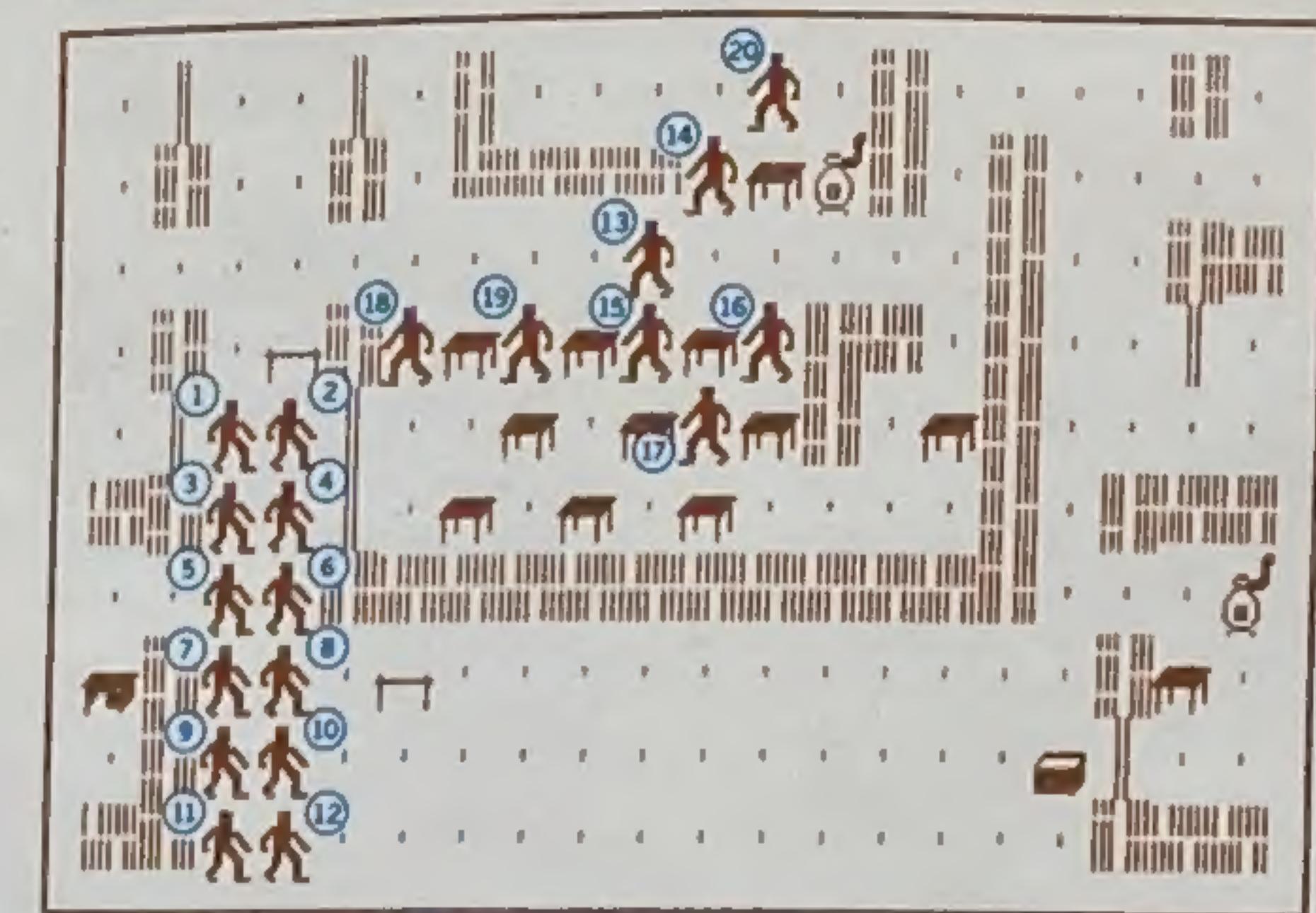
Born in a New York City tenement, Billy the Kid killed his first man at the age of fourteen. But he did not become notorious until the 1870's and 1880's. During those years, he became involved in the Lincoln County Wars in New Mexico. There his friendship with Pat Garrett began and ended. In this scenario, the Kid is holed up with his gang, surrounded by a Garrett-led posse.



- (1) Whip Jenner
- (2) Lefty Jones
- (3) Jacob Klumm
- (4) Pat Garrett
- (5) Tex Smith
- (6) Crusher Rocklin
- (7) Roland Dober
- (8) Three-Finger McGee
- (9) Skinny Giles
- (10) Ty Erhardt
- (11) Eddie Vernon
- (12) Lucky Harmon
- (13) Charlie Bowdre
- (14) Billy Wilson
- (15) Tom Pickett
- (16) Billy the Kid
- (17) Dave Rudabaugh

#### Scenario G — The Battle of Ingalls

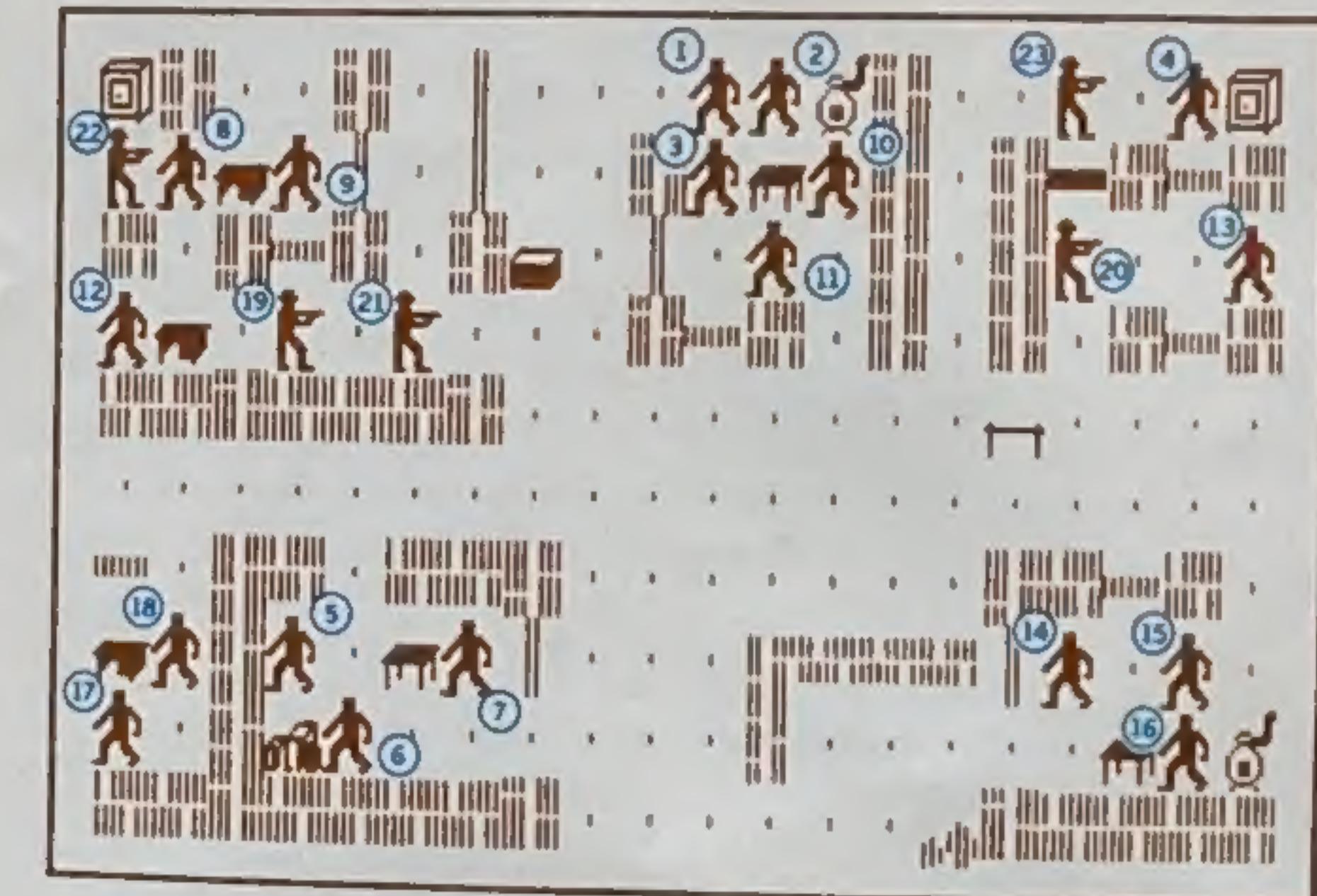
A lame horse had prevented Bill Doolin from joining the Daltons in the ill-fated Coffeyville raid. He later rode off to Oklahoma, where he formed a gang of his own and created a new legend. Bill Dalton, younger brother of the more famous trio, rode with the Doolin gang at times. But he was absent the September day in 1893 when a wagonload of marshalls entered town for a showdown.



- (1) Marshall Blum
- (2) Marshall Dexter
- (3) Marshall Little
- (4) Marshall Hoss
- (5) Marshall King
- (6) Marshall Josephs
- (7) Marshall Ivy
- (8) Marshall Adamle
- (9) Marshall Goodeye
- (10) Marshall Eddy
- (11) Marshall Fast
- (12) Marshall Callow
- (13) Little Dick West
- (14) Arkansas Tom Daugherty
- (15) Dynamite Dick Clifton
- (16) Little Bill Raidler
- (17) Red Buck Weightman
- (18) Bitter Creek Newcombe
- (19) Tulsa Jack Blake
- (20) Bill Doolin

#### Scenario H — The Daltons' Demise

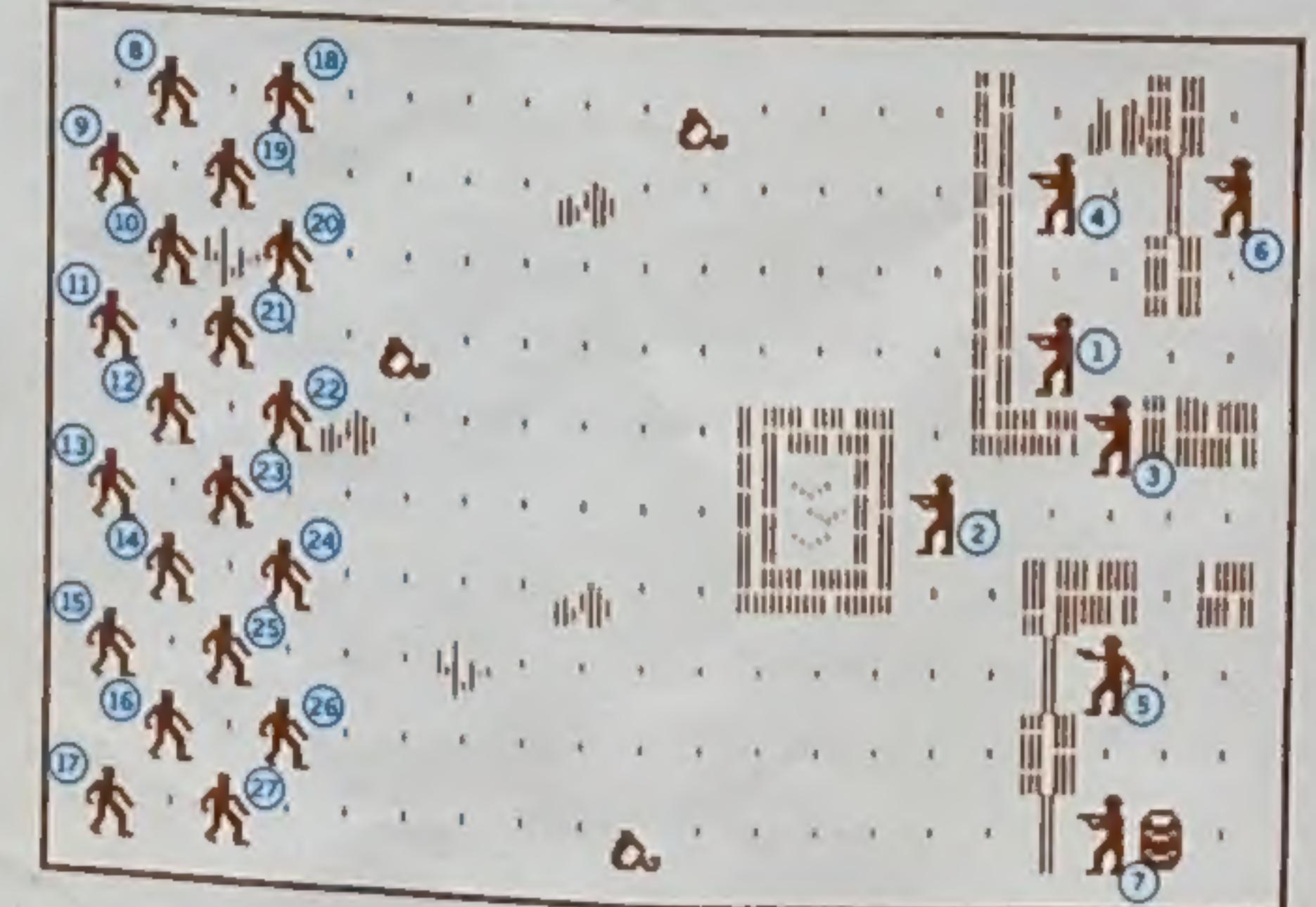
It was a poor decision of the Daltons to rob the two banks at Coffeyville, Kansas, where they had lived as boys. Despite their false beards, they were recognized immediately. The cry "They're robbing the bank!" was raised in the streets, even as the outlaws leveled their guns at the startled tellers. The outlaws emerged from the bank to face an armed and angry populace.



- (1) Marshall Connelly
- (2) Lucius Baldwin
- (3) E.Z. Ryder
- (4) Aleck McKenna
- (5) George Cubine
- (6) Charles Brown
- (7) Carey Seaman
- (8) Charles Carpenter
- (9) T.C. Babb
- (10) John T. Kloehr
- (11) Tom Ayers
- (12) Charles Ball
- (13) Jeremy Clark
- (14) John Butcher
- (15) Luis Mendez
- (16) Marcos Mendez
- (17) Telly Graham
- (18) F. Lee Barrister
- (19) Dick Broadwell
- (20) Emmett Dalton
- (21) Bill Powers
- (22) Grat Dalton
- (23) Bob Dalton

#### Scenario I — El Siete Magnifico

In this popular movie, such leading men as Yul Brynner, Charles Bronson, James Coburn, Robert Vaughn, and Steve McQueen play a group of professional gunmen. The seven are hired by a poor Mexican farming community to end the incursion by the area's bandit chieftain, played by Eli Wallach. As the scenario begins, the intrepid seven await the bandits' approach at the outskirts of the small community.



- (1) J.C. Blade
- (2) Lee Gold
- (3) S.M. Jones
- (4) C.B. Bernardo
- (5) R.V. Quaker
- (6) Y.B. Christopher
- (7) Chico Kid
- (8) Pedro Lopez
- (9) Domingo Garcia
- (10) David Ramirez
- (11) Carlos Santos
- (12) Tomas Zapatta
- (13) Rubio Martinez
- (14) Oscar Torrez
- (15) Juan Baez
- (16) Alejandro Leon
- (17) Skinny Narvaez
- (18) Tito Ybarra
- (19) Domasso Fernandez
- (20) Ernesto Chavez
- (21) Julio Trujillo
- (22) Marcos Ruiz
- (23) Samuel Rodriguez
- (24) Roberto Guzman
- (25) Benito Chicon
- (26) Jorge Hernandez
- (27) Slim Nunez

## WEAPONS

# Weapon	Cl	R1	R2	R3	Ld	Pt	M1	M2	Ck	Bk
1 Saber	1	1	1	1	0	0	0	0	0	0
2 Tomahawk	2	1	2	3	0	42	+2	-4	0	0
3 Knife	2	1	2	3	0	56	+2	-4	0	0
4 Spear	2	1	2	4	0	85	+2	-4	0	0
5 Bow and Arrows	3	3	6	12	30	70	+2	-2	1	0
6 Derringer	4	0	1	2	2	28	+1	-4	1	1
7 LSA Pistol	4	1	3	6	6	42	+2	-3	1	1
8 MSA Pistol	4	1	3	7	6	85	+2	-3	1	1
9 HSA Pistol	4	2	4	8	6	170	+2	-3	1	1
10 LDA Pistol	4	1	2	5	6	56	+2	-3	0	1
11 MDA Pistol	4	1	3	6	6	70	+2	-3	0	1
12 HDA Pistol	4	1	3	7	6	155	+2	-3	0	1
13 Shotgun	5	2	4	8	2	99	+3	-5	0	1
14 S/O Shotgun	5	1	2	4	2	56	+5	-7	0	1
15 Breechloader	5	7	15	30	1	212	+1	-1	1	1
16 Rifle	5	5	10	20	16	155	+1	-1	1	0
17 Repeater	5	3	6	12	12	141	+1	-1	0	0
18 Carbine	5	6	12	25	1	184	+1	-1	1	0

Cl = Classification of weapon

R1 = Maximum short range

R2 = Maximum medium range

R3 = Maximum effective range

Ld = Maximum ammo load for weapon

Pt = Penetration factor of weapon

M1 = Close range accuracy modifier

M2 = Long range accuracy modifier

Ck = Indicates weapon must be readied after each shot

Bk = Indicates weapon must be readied after becoming unloaded

## TERRAIN EFFECTS

TYPE	ALT	PROT	TH MOD	MOVEMENT EFFECT	TYPE	ALT	PROT	TH MOD	MOVEMENT EFFECT
Full Wall	11	255	NA	Prohibited	Covered Wagon	10	255	NA	Prohibited
Half Wall	5	255	+1	Note 1	Open Wagon	4	255	+1	Note 1
Light Half Wall	4	127	+2	Note 1	Hitch	4	57	+2	Note 1
Ground	1	255	-1	No Effect	Trough/Tub	4	255	+1	Note 1
Planking	2	255	0	No Effect	Barrel	4	198	+1	Note 1
Rough	4	255	-3	Note 1	Boxes	4	169	+2	Note 1
Mud	0	255	-2	Note 2	Window	5	255	+3	Note 1
Tree	10	255	NA	Prohibited	Stove	5	255	+1	Note 1
Tall Brush	7	113	NA	Prohibited	Table	5	227	+1	Note 1
Low Brush	4	27	+2	Note 1	Desk	5	255	+1	Note 1
Cactus	4	142	+2	Note 1	Safe	5	255	+1	Note 1
Rocks	4	255	+1	Note 1	Chair	5	84	+2	Note 1
					Bed	5	255	+1	Note 1

ALT = Altitude

PROT = Level of protection

THMOD = To hit modifier

NA = Not applicable

Note 1: Character must be erect to enter.

Loses movement capability for the following segment.

Note 2: Character loses movement capability for the following segment.



